

Curriculum Guidelines for Software Engineering

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Software Engineering 2004

- Curriculum Guidelines for Undergraduate Software Engineering
- Created in 2004
- Currently under review
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<http://sites.computer.org/ccse/>



Software Engineering 2004

Curriculum Guidelines for Undergraduate
Degree Programs in Software Engineering

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SEEK Knowledge Areas

- Computing Essentials (172)
- Mathematical & Engineering Fundamentals (89)
- Professional Practice (35)
- Software Modeling & Analysis (53)
- Software Design (45)
- Software V & V (42)
- Software Evolution (10)
- Software Process (13)
- Software Quality (16)
- Software Management (19)

Numbers in parentheses are minimum hours recommended

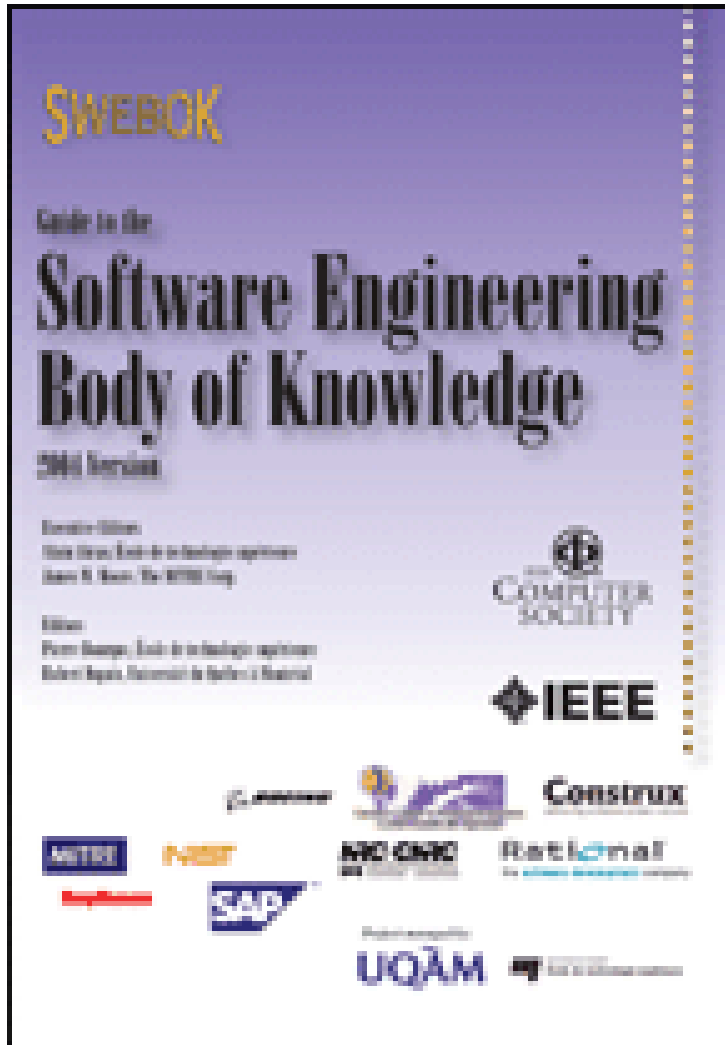
GSWE 2009

- Curriculum Guidelines for Graduate Software Engineering
- Created in 2009
- Adopted by ACM and IEEE-CS in 2010

<http://www.gswe2009.org/>



SwE Body of Knowledge (SWEBOK)



- Software Requirements Analysis
- Software Design
- Software Construction
- Software Testing
- Software Maintenance
- Software Configuration Management
- Software Engineering Management
- Software Engineering Process
- Software Engineering Tools and Methods
- Software Quality

SWEBOK coverage in 2007 across 28 SwE MS programs

